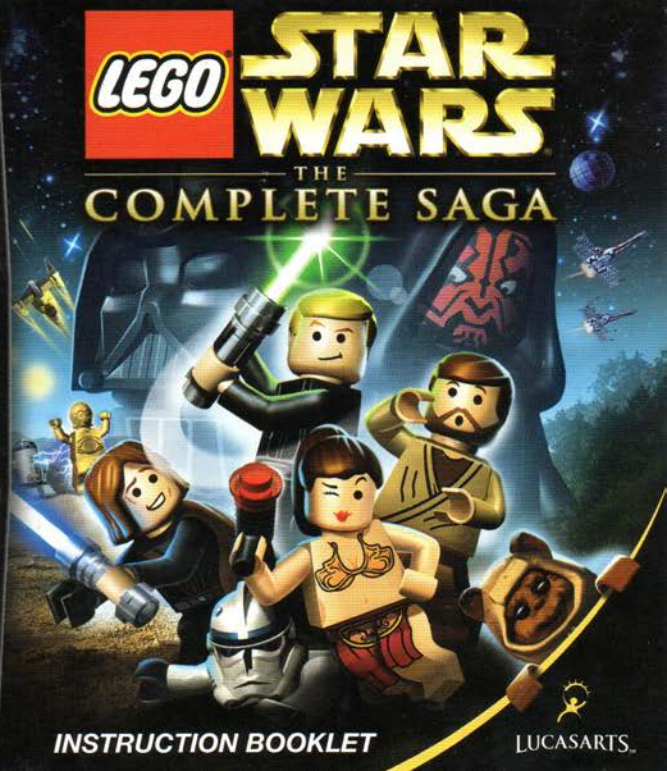




NINTENDO DS™



PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions
Altered vision**

**Eye or muscle twitching
Involuntary movements**

**Loss of awareness
Disorientation**

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

Important Legal Information

REV-E

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The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.



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THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.

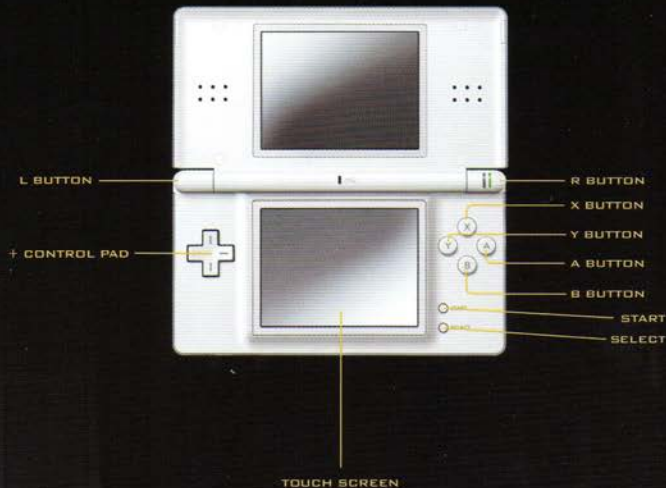


Wireless DS
Multi-Card
Play

THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES WITH EACH DS SYSTEM CONTAINING A SEPARATE GAME CARD.

NOTE: THIS GAME DOES NOT ALLOW SINGLE-CARD DOWNLOAD PLAY

SYSTEM ILLUSTRATION



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A LONG TIME AGO IN A GALAXY FAR, FAR AWAY... BLAH, BLAH, BLAH.

LET'S JUST CUT RIGHT TO THE CHASE. THE GAME IN THIS BOX IS A PIECE OF GALACTIC HISTORY, SO TREAT IT LIKE A SHORT-TEMPERED WOOKIEE -- EXPRESS YOUR ADMIRATION AND OFFER LOTS OF PRAISE.

FOR THE FIRST TIME SINCE EVER, YOU CAN PLAY THROUGH THE ENTIRE *STAR WARS* SAGA IN ONE, SINGLE ADVENTURE. IT'S LIKE JOINING THE JEDI COUNCIL -- SORT OF A BIG DEAL, YOU KNOW.

THAT'S SIX EPISODES OF JEDI MIND TRICKS, EXTREME PODRACING, HANGING OUT WITH EWOKS ON ENDOR, AND EXPLODING THE DEATH STAR FOR THE BAZILLIONTH TIME. PLUS, YOU'LL RUN INTO LOTS OF OLD PALS -- CHEWBACCA, R2-D2, LUKE, LEIA; MEMORABLE ENEMIES, TOO, LIKE DARTH MAUL, GENERAL GRIEVOUS, AND A VERY ANGRY DARTH VADER.

PLUS, IF YOU FALL TO PIECES ALONG THE WAY, YOU CAN JUST RESTART -- WHICH THE REBELS CERTAINLY WISH THEY COULD HAVE DONE WHEN THEY WERE STRUGGLING TO DEFEAT THE EMPIRE FOR REAL. YOU DO KNOW *STAR WARS* IS BASED ON A TRUE STORY, RIGHT?

SO LET'S JUMP RIGHT TO IT AND GET STARTED BEFORE THE WOOKIEE GETS UPSET AGAIN!





You can travel to different levels in the game through doors like this one. Green lights above the door show that it's open; red lights mean that it's locked.

To start your LEGO *Star Wars* adventure, walk through the unlocked door marked "1". This will take you to a room filled with doors leading to the five levels for Episode I: The Phantom Menace. When you start, only the first door is open leading to the level "Negotiations".

Once you've completed the "Negotiations" level, doors to the other *Star Wars* Episodes will unlock. Within each Episode, doors unlock one after the other. Completing level 1 will unlock level 2 and so on. There are other points of interest in the Cantina, so take a few moments to look around.

CHARACTER
CUSTOMIZER

HINTS

EXTRAS

MULTIPLAYER

LEGO STUD COUNTER

CHARACTER LIST

Approach the bar and use the + **Control Pad** to switch between the available options (Characters, Extras, Multiplayer or Hints). Press the **A** Button to confirm an option, or the **B** Button to exit.

CHARACTERS

Once you've completed a level in Story Mode, you can explore it more fully in Free Play Mode using the individual abilities of different characters to reach areas you couldn't previously access.

New characters will become unlocked for purchase here as you progress through the game. Each character comes at a cost, deducted from your LEGO Stud total.

When you've purchased a new character, you'll be able to take control of them by entering a previously completed level in Free Play Mode, then selecting your new recruit from the character list.



EXTRAS

The shady characters you'll find in the Mos Eisley Cantina rarely play by the rules - so it's no surprise that special secret abilities can be purchased here. You can unlock these Extras for purchase with LEGO Studs, by collecting Red Power Bricks in the levels.

Once you've purchased an Extra, you can activate or de-activate it using the Extras Menu, in the Pause Menu.

MULTIPLAYER

You can play *LEGO Star Wars: The Complete Saga* together with a friend, if they also have a Nintendo DS and their own copy of the game.

One player should select the "Host Game" option; then, once the "Waiting for player..." message appears, the other player should select "Join Game" on their own DS. Once the client sees the host's name on their DS, they will be able to join. The host will then be allowed to confirm the connection.

Now you can adventure together through the whole game!

HINTS

The surly and dangerous Cantina barman known as Wuher is sometimes willing to help a newcomer. You'll find some basic gameplay tips and reminders on sale at the bar.



Searching for a new look? Walk up to this Bacta Tank and press the **A** Button to enter the Character Customizer. Here, you can create two unique playable characters by mixing and matching parts from other *LEGO Star Wars* characters.

Choose Custom Character 1 or Custom Character 2 with the glowing Blue Buttons in the center of the bottom screen then touch the Green Button at the bottom-right.

New elements will become available as you purchase more characters from the Bar. When you've unlocked more characters, you'll be able to choose between "Jedi", "Sith" and other character types.

Touch the Green Button again to move on.

Use your stylus to select from the body element categories in the circles at the top of screen then touch the Blue Buttons to the left or right to change between available parts.

You can view and try out your new character on the top screen.

When you're done, touch the Orange Button at the bottom-left to view your new character in the Bacta Tank. Then press the **B** Button to return to the Cantina.

You can take control of your customized characters by entering a previously completed level in Free Play Mode, then selecting them from the character list.





Also in the Cantina, there's a door marked with a Nintendo DS. Through here, you'll find the Mini-Game room where customers can go to unwind after a hard day scratching a living on the edge of the universe.

Against the wall on the right-hand side, you'll see four panels. Each one offers a different Mini-Game. Just stand in front of the panel and press the **A** Button to play.

Good performances in these games will be rewarded with LEGO Studs. The better you can do the more studs you'll get!



On the other side of the Mini-Game room, you can play lots of cool bonus touch screen Mini-Games. Just walk up to the rotating holographic DS; then make your game selection using the **+ Control Pad**. Press the **B** Button to exit.

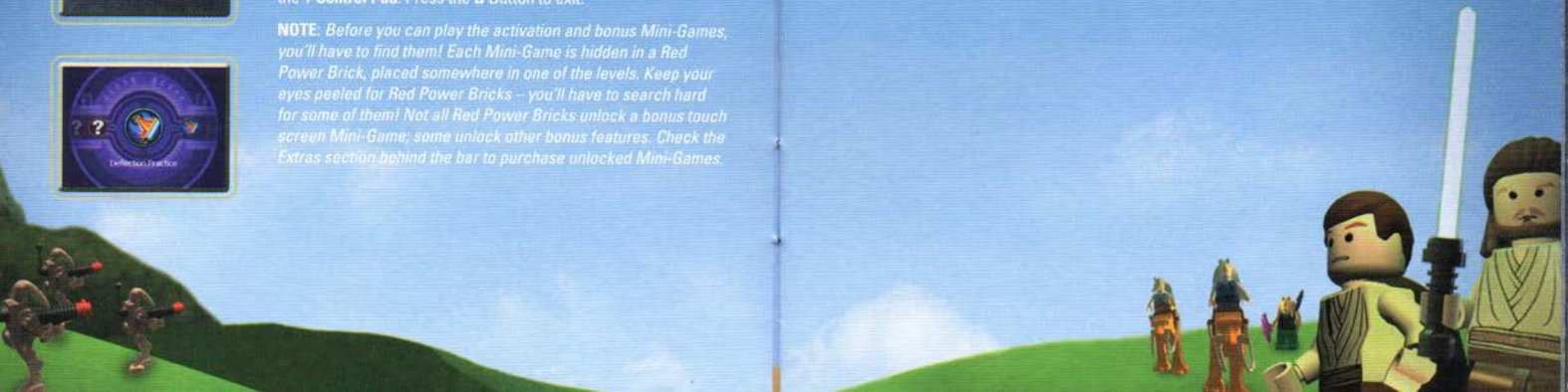


NOTE: Before you can play the activation and bonus Mini-Games, you'll have to find them! Each Mini-Game is hidden in a Red Power Brick, placed somewhere in one of the levels. Keep your eyes peeled for Red Power Bricks – you'll have to search hard for some of them! Not all Red Power Bricks unlock a bonus touch screen Mini-Game; some unlock other bonus features. Check the Extras section behind the bar to purchase unlocked Mini-Games.



Every level in your LEGO *Star Wars* adventure contains 10 hidden LEGO canisters. The LEGO elements in each canister form part of special Mini-Kit vehicle model. Here in the Cantina, you can see how many Mini-Kit canisters you've collected in each level, and view the models when they're built.

Walk up to the holo-console to view Mini-Kit models then press Left and Right on the **+ Control Pad** to switch between models. Press the **B** Button to exit.



LEGO *Star Wars*: The Complete Saga contains all the action from all six *Star Wars* movies. Each Episode is divided into five individual levels: 30 levels in all.

Levels are accessed from the Cantina. Green lights over a level door show that it's open. Red lights mark a door which is locked at the moment, until you progress further through other levels.

When you first start a new game, only one level will be accessible: "Negotiations", the first level of Episode I. Walk into the Episode I room to see the five level doors, then walk through the unlocked door marked "I" to play this opening chapter.

Once "Negotiations" is complete, Episode rooms II-VI will unlock. Although doors within each Episode unlock one after the other as the story unfolds, you can jump between different Episodes at will, and progress through them in parallel.

NOTE: Sometimes in a level, you'll see doors which can't be accessed, or objects which your characters can't interact with. This often means that there are hidden bonus objects nearby, which can only be reached using the additional abilities of extra characters available in Free Play Mode.



There are two different ways to play every character-based level: Story Mode, and Free Play Mode. (Free Play Mode is not available for vehicle-based levels.)

When you first access a new level, you'll only be able to play in Story Mode, taking control of a pre-set group of characters.

Once you've completed a level in Story Mode, you'll then be able to play it again in Free Play Mode. This time around, you'll be able to adventure with a larger party of characters and use their individual abilities to reach new areas.

You can choose one particular character to take with you in Free Play Mode. Use the **+ Control Pad** to move up and down through the pages of portraits then touch the character you want to play with.

Most characters will be unavailable and marked with question marks until you unlock them by progressing through levels in the game and purchasing them in the Cantina.

When you've chosen your Free Play character, other members of your party will be added automatically to give you the greatest possible grouping of different abilities from the pool of unlocked characters.

When you've completed a level, you can still replay it in Story Mode to see cutscenes and to go for the Story Mode True Jedi Gold Brick.



ACTIVE CHARACTER

HEALTH

LEGO STUD TOTAL



LEGO STUD TOTAL

ACTIVE CHARACTER

In *LEGO Star Wars: The Complete Saga*, you get to take control of many different characters. At the top-left of the upper screen, you'll see a portrait of the character you're currently controlling.

You can also see the number of LEGO Studs you've collected in the level so far. When you complete a level, those studs are added to your saved total, so you can use them in the Cantina to buy extra characters and content.

Four hearts represent your characters' health. Each time the active character is hit, you'll lose a heart. If you lose all four hearts, your active character will break and you'll lose some LEGO Studs.



TAGGING

Two playable characters are always visible on screen. Unless you're playing a wireless two-player game (when the second character is already under human control), you can switch to take control of the other on-screen character at any time by moving close to face them and pressing the **X** Button.

PARTY SWITCHING

At times, there will be more than two characters in your party. In Story Mode, some friendly characters may be added to the group when you approach them. In Free Play Mode, you'll start each level with more than two characters at your disposal.

The array of character portraits on the left-hand side of the Touch Screen shows the full range of characters in your party at any time. To switch control to other party members, press the **L** Button or the **R** Button, or touch their portrait on the Touch Screen.

CHARACTER GAMEPLAY

- + Control Pad:** Character Movement
- A Button:** Special Abilities (hold down)
- B Button:** Jump/Hover
- X Button:** Tag
- Y Button:** Attack/Defend

Many characters can double jump. Pressing the **B Button** a second time while they're in mid-air, will make them jump again to gain extra height.

Jedi characters also have some special lightsaber sword attack moves. You can execute a lunge attack by jumping and pressing the "Attack" Button while in mid-air, or execute a Jedi Slam by double jumping, then pressing the "Attack" Button while in mid-air. The Jedi Slam attack is powerful enough to bring down the shields around droideskas. Jedi characters can also deflect blaster bolts with their lightsabers. Press the **Y Button** to deflect an attack.



TORPEDOES

- + Control Pad:** Move vehicle forwards, backwards, left or right.
- A Button:** Move between top and bottom screens.
- B Button:** Change direction.
- Y Button:** Fire primary weapon.
- X Button:** Fire secondary weapon (if equipped).
- L Button:** Roll Left
- R Button:** Roll Right

TORPEDOES

Some vehicles can pick up Torpedoes as a secondary weapon, and use them against targets which are impervious to normal blaster fire. Look out for these!



BUILDING

In the world of LEGO *Star Wars*, you'll often be able to build a new object from LEGO elements to overcome an obstacle. Approach piles of LEGO and hold the **A** Button to build. Droids are the only characters that do not have this ability.

**USING THE FORCE**

Slide a thumb up and down or in the direction indicated by the bubbles on the Touch Screen to use your Force powers. Jedi can use the Force on glowing LEGO objects.

**ACCESS PANELS**

Some doors can only be opened by droids, Bounty Hunters or Imperials. Stand in front of an access panel and press the **A** Button to activate it.

**GRAPPLE POINT**

Certain characters can shoot out a grapple hook, pulling themselves up to a higher level. Look out for Grapple Point platforms to use this ability. Only non-droid characters equipped with blasters can use Grapple Point platforms.

THERMAL DETONATORS

Bounty Hunter characters can use Thermal Detonators to destroy objects impervious to other attacks.

**TRAVEL CHUTES**

Use travel chutes to access new areas. Only small characters like Wicket the Ewok can squeeze through.

**LEVERS**

Levers can be pulled by most characters. Stand in front of the lever, press and hold the **A** Button.

**TARGETS**

Blaster-equipped characters can shoot targets like this one, to disable door security or energize a computer panel.





Press **START** during gameplay to freeze the action, and access the Pause Menu.

Press Up and Down on the + **Control Pad** to navigate the Pause Menu options. The **A** Button will confirm a selection, and the **B** Button will go back a step.

RESUME Return to gameplay

EXTRAS Activate or deactivate Red Power Brick Extras

OPTIONS Change the volume of in-game sound and music

EXIT Quit the level and return to the Cantina.

Progress through the level, including any LEGO Studs or other items you've collected will be lost if you do this. You need to complete a level to add items to your saved collection.

RED POWER BRICKS COLLECTED

MINI-KIT CANISTERS COLLECTED

FRUIT PICKUPS COLLECTED

NOTE: Some secret items can only be found when you make use of the special abilities of different characters in Free Play Mode, to reach areas you couldn't reach with your Story Mode characters.

LEGO STUDS—Silver LEGO Studs add 10 to your total. Gold LEGO Studs add 100. Blue ones are worth 1,000!

HEARTS—Some items and enemies will reveal heart tokens when destroyed or shaken. Pick these up to restore your health.

LEGO CANISTERS—10 LEGO canisters are hidden in each level. Collect them to build Mini-Kit vehicle models, viewable in the Cantina.

FRUIT PICKUPS—Discover all three fruit pickups hidden throughout each level to receive one of the 10 hidden LEGO canisters.

RED POWER BRICKS—One Red Power Brick is hidden in every level. If you can find it, you'll unlock some cool new feature for purchase. Choose the "Extras" option from the Cantina Bar to purchase your Red Power Brick features.

GOLD BRICKS

Gold Bricks are awarded when you complete a level, for the following achievements:

Story Mode level complete

Story Mode True Jedi achieved

Free Play Mode level complete

Free Play Mode True Jedi achieved

All 10 LEGO Canisters collected

Gold Bricks are also awarded for achieving the highest rank in bonus Mini-Game challenges and for completing a Trilogy of movies. You can see how many Gold Bricks you've attained on each level when you stand before their door in the Cantina.



Mini games have two modes of play:

Challenge Mode – The goal is to stay alive for as long as possible. The level of difficulty will increase in phases.

Survival Mode – The goal is to see how many studs you can collect before you run out of hearts.

PITSTOP

Experience the intensity of a Mos Espa Pod Race pit stop. Fix Anakin's Podracer as quickly as possible by using your stylus to complete various tasks such as replacing faulty parts, cleaning the windscreen and firing up the engines.

KAMINO

Test your memory and help Obi-Wan Kenobi discover the location of Kamino. Memorize the planets that play a sound and repeat the sequence by touching them.

EVASION

Use your stylus to guide your Jedi Starfighter through the asteroid field. Keep your ship intact for as long as possible.

GRIEVOUS

Guide General Grievous' Wheel Bike through the tunnel for as long as possible by avoiding blockades and jumping obstacles. Move your stylus around the edge of the touch screen to steer the Wheel Bike, and touch the center to jump.

DEFLECTION

Relive the classic lightsaber training scene featured in Episode IV: A New Hope. Use your stylus to move your lightsaber sword around and deflect the blaster bolts for as long as possible. Before each shot, a light on the Training Remote will illuminate showing where the Blaster bolt will be fired.

Deflection also has a practice mode in which you can learn how the game works before playing Challenge or Survival Mode.

FOCUS

Keep various objects in the air for as long as possible. Use your stylus to keep the Force orbs in the centre of the touch screen.

LEVITATION

Impress the Ewoks by keeping C-3PO levitating for as long as possible. Use your stylus to guide C-3PO through the maze of stormtroopers. Collect Yoda pickups to prolong the levitation.

ACTIVATION

Complete as many activation panel games as you can before the timer runs out.



WHERE TO FIND US ONLINE

You can visit the LucasArts Web site at www.lucasarts.com. From there you can access the Support area where you will have the option to receive online technical support through Yoda's Help Desk, browse technical documents, or leave a message for an online representative.

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TRAVELLER'S TALES

Director
Jon Burton

Producer
Tim Welch

Lead Programmers
Paul Hughes
Derek Senior

Lead Artist
Roger Bacon

Lead Designer
Mike Taylor

Programming
Richard Crockford
Paul Hughes
Craig Richardson
Derek Senior

Artists
Louise Andrew
Roger Bacon
Andy Davis
Adam Dunne
Nick Elms
Roy Fielding
Richard Hughes
John Lomax
Shanedi Matnarudin
Shaun Mooney
Andrew Whalley
Dave Woodman

Designers
Nick Elms
Mike Taylor
Mark Wherrett
Nolan Worthington

Level Setup
Louise Andrew
Andy Davis
Adam Dunne
Nick Elms
Roy Fielding
Chris Flanders
Richard Hughes
Shanedi Matnarudin
Shaun Mooney
Mark Wherrett
Dave Woodman
Nolan Worthington

Additional Level Setup
Stephen Sharples
Adam Williams
Chris Wyatt

Cutscene Animators
Joanne Chalkley
Mark Flynn
Deborah Graham
Matt Palmer
Iain Thody

Studio Manager
Erin Roberts

Special Thanks
Traveller's Tales

Thank You To
Gwendoline and
William Taylor
Joanne, Megan and
Jessica Hughes
Adele and Thomas Welch
Suzanne and Thomas
'Tim Tam' Fielding
Layla Findlay in BA(hons)
Games Design - Preston
University
Katie Meah
Sharon Cooper
Gilly and Guerro
Jim Thompson and
Josh Taylor
Helen Morgan
Hazel Collinson and
Barry Woodman
Mashes PGM
Dana Eberwein

TT GAMES PUBLISHING

Managing Director
Tom Stone

Head of Production
Jonathan Smith

Producer
Loz Doyle

Associate Producer
Mike Candy

Marketing Assistant
Richard Earl

QA Leads
Shaun Leach
Graham Stark

QA Tech
Nigel Wynn

QA Testers
Simon Arnold
James Beaton
Inderjit Davatwal
Harry Dean
Samuel Delaney
Jan-Morgan Dybdal
Carl Fell
Manjit Gill
Augustus Golden
Rich Gregory
Vincent Grogan
Nitesh Khunti
Geir Lunde
Stewart Mackay
Ashley Meikle
Musawer Nathu
Tom Nicholas
Yuvraj Pabla
Maria Pampin
Nick Pollard
Phillip Ring
Harjot Sidhu
Peter David Spencer
George Stone
Marek Werno
Nigel Wynn



Compliance Group
Manjit Gill
James Beaton
Tom Nicholas
Vincent Grogan
Phillip Ring

Additional Testing
Toby Smith
Sam Smith

Business Development
Garry Edwards

Financial Controller
Mike Wyre

Special Thanks
Laura, Rose, Ella, Becky, Ben
Angela, George, Harry,
William

BABEL MEDIA

QA Manager
Simon Lawrence

Project Managers
Teppei Otsuka
Miles Davies

QA Coordinators
Linda Grossheining
Daniela Schulze

QA Localization Testers
Maia Pal
Daniela Gallori
Sergio Garcia Gómez
Geraldine Berger
Giuseppe Piccolella
Michael Tobegen
Elena De Catalina
Helene Klausstrup
Naja Olesen
Kevin Karam
Sergio Aguilar
Andrea Bussani

Translators
Xavier Kemmlein
Erica Ossola
Axel Kircher
Natalia Brines
Katja Helmich

LEGO COMPANY

Michael Boland
Michael Pratt
Linda Hegarty
Jill Wilfert
Tamara Damarjian

LUCAS LICENSING

Stacy Arnold-Strider
Chris Gollaher
Darren Philipson
Derek Stothard

LUCASARTS

VP of Product Development
Peter Hirschmann

Executive Producer
Darren Atherton

Producer
Shawn Store

Assistant Producers
David "Rogue" Silverstein
Damon Perdue

Production Assistant
Andrew Bell

Assistant to the VP of
Product Development
Lynda Benoit

International
Production Lead
Gary Chew

Audio Department Senior
Manager
Darragh O'Farrell

Original Star Wars
Sound Effects
Ben Burt

Original Star Wars music
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QA Supervisor
Toby Mast

QA Senior Leads
Mark Montoya, Gary Chew

QA Testers
Jason Pimentel
Jeff Diaz
Nick Wilson
Bill Wu
Michael Silva

Production Services
Coordinator
Eva Holman

Compatibility Manager
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Senior Lead Compatibility
Technician
Chris Adams
Tom McFarland

Lead Compatibility Technician
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Compatibility Technician
John Shields

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MP Lab QA Testers
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Marco Crescenti
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Adam Smith

Compliance Manager
David Chapman

Lead Compliance Tester
Matt Tomczek

Assistant Lead
Compliance Tester
Don Berger

Compliance Testers
Wilfredo Dimas
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Arnel Flandez
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Operations Manager
Jay Geraci

Senior Mastering Lab
Technicians
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Planning and Analysis
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Senior Manager of Business
Development
Ada Duan

Vice President of
Production Operations
Atsuko Matsumoto

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Product Marketing Manager
Gavin Leung

Director of Marketing
Services
Ken Epstein

Integrated Marketing
Manager
Roger Evoy

Creative Services Manager
Stephen Ervin

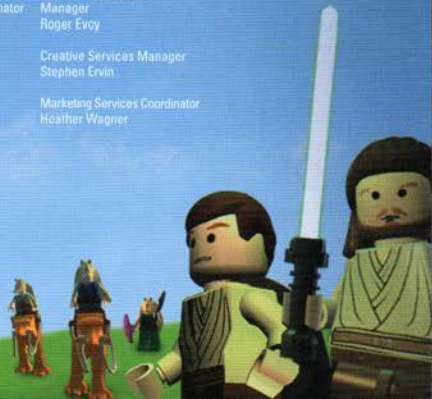
Marketing Services Coordinator
Heather Wagner

Channel Marketing Manager
Sande Ferrera

Sales Account
Representative
Mike Maguire

International Sales
Manager
Chris D'Avanzo

Global Sales
Planning Manager
Arnold Lee



Sales Coordinator
Lauren Short

Director of Public Relations
Margaret Grohne

Sr. Public Relations Manager
Adam Kahn

Public Relations Managers
Hadley Fitzgerald Mickel

Studio Publicist
Chris Baker

Director of Consumer
Insights
Sean Denny

Consumer Insights
Manager
Elina Shcop

Director of Studio Operations
Mark Kyle

Studio Coordinator
Elyse Regan

Director of Credit & Sales
Operations
Cynthia del Rosario

Global Materials &
Manufacturing Manager
Evelyne Bolling

Sales Operations Manager
Jason Periera

Operations Materials &
Manufacturing
Myra Villadolid
Steven Hosey
Carlos Bustillo

Sales Operations & Credit
Trisha Young
Helen Dear
Jason Vincenti
Raul Varguez
Phillip He

Internet Production Manager
Lauren Mullaney

IT Operations Support
Victor Tancredi-Ballugera
John von Eichhorn

Chad Williams
Brian Wong
Dylan Coates

Greg Millies
Randy Severson
Daryll Jacobson
Robert Santos
Robert Jordan
Dinesh Katariya

Fisher Key
Wes Anderson
Matt Gallagher
Brad Grantham
Lee Mohelis
Melanie Jacobson
Brendan Lloyd
Rich Murillo

Director of Business Affairs
& General Counsel
Seth Steinberg

Business Affairs
John Garrett
Anne Marie Hawkins
Douglas Reilly
Carole Vandermeide

Special Thanks
Marianne Monaghan
Hiromi Okamoto
Gabriel Bootz
Kathleen Gali
Kellam Eanes
MHT
Ken Balough
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The Chew Family
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LucasArts, a division of
Lucasfilm Entertainment Company Ltd.
P.O. Box 29908
San Francisco, CA 94129